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OF
AUCTION
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✓ THE ABC
OF
AUCTION BRIDGE

New Revised Edition

BY
G. EDWARD ATHERTON

OF THE
Philadelphia Racquet Club

Including the Laws of Auction
as Adopted by
The Whist Club of New York



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INTRODUCTION

THE popularity of Auction Bridge promises to be as rapid and as complete as was that of the parent game—Bridge proper. Just as the superior attractions of the latter over the sober interests of Whist were at once recognized, so are the greater possibilities of the new variant claiming adherents among those who prefer excitement to science in their recreations. And it must be admitted, although as a confirmed Bridge enthusiast I grieve to have to concede the point, Auction offers far greater scope for individual enterprise than its older rival, and for a time at least its fascination promises to be irresistible.

For one thing, it appeals to the gambling instinct. It is a clever combination of

Bridge, Solo Whist, and Poker, and calls for the qualities which make for success in all three games. The stereotyped Bridge-player would be at as great a disadvantage without a thorough knowledge of the intricacies of Auction as would a Poker player who did not know Bridge. Given each an equal proficiency, and the player with the Poker temperament will have the upper hand.

I shall, however, for the sake of brevity, take it for granted that readers of this little volume are acquainted with the laws and play of ordinary Bridge. Those who are not can gain the requisite information from any of the hundred and one excellent Bridge manuals. But does there exist a card-player in this year of grace who does not understand Bridge? If so, he must be in too small a minority to deserve special consideration. We will, therefore, start with the assumption that we are all sufficiently students of Bridge to be able to

appreciate the distinctions between the two games.

And here let it be said that the confirmed Bridge-player will have as much to unlearn as to learn in acquiring the principles of Auction Bridge. For instance, what can be more difficult to grasp than the fact that the calling of "No Trumps" entails no greater risk than a suit declaration? Again, that calling to the score loses its significance, as the opposition cannot win the game on a defeated call, or that, as a rule, it is more profitable to defeat an opponent's call than to win the game? The whole point of view is changed, and the more ingrained are the fundamental principles of ordinary Bridge, the greater will be the confusion of the player until he shall become imbued with the reckless optimism essential to Auction Bridge, but fatal to its predecessor.



A B C OF AUCTION BRIDGE

"NEW COUNT"

WHEN "Auction" first began to take the place of "Bridge" in popularity, the same count as to the valuation of the different suits was used, namely: Spades, 2; Clubs, 4; Diamonds, 6; Hearts, 8, and No Trumps, 12. But as Auction became more and more played it was realized that the competition in the bidding with the above valuation for the different suits would not do, and after many experiments the following count—namely: Clubs, 6; Diamonds, 7; Hearts, 8; Spades, 9; and No Trumps, 10—was adopted by the Whist Club of New York in the summer of 1915, and is now being used by all the leading players and clubs in this country and abroad.

Under this system of counting it can be seen that each suit declaration has now

an aggressive value and is capable of making game. This, of course, was not true under the original count as used in Auction Bridge, where the Club bid could only be used to give indication of strength in that suit in the event of his partner wishing to make it No Trump.

HOW TO SCORE AT AUCTION

Since the changing of value of the tricks by the "New Count" there has been some confusion among beginners as to the value of the honors, also what points should be scored in the trick and honor column. For these players I have added the following table, "How to Score at Auction Bridge," giving in a condensed form what points should be scored in the trick column and what points should be scored in the honor column. This differs from the old system of scoring above and below the line. (See p. 62.)

HOW TO SCORE AT AUCTION BRIDGE

WHEN DECLARATION IS	CLUBS	DIA- MONDS	HEARTS	SPADES	NO TRUMP
Each Trick beyond six scores.....	6	7	8	9	10
Three Honors	12	14	16	18	30
Four Honors	24	28	32	36	40
Five Honors	30	35	40	45	
Four Honors in one hand	48	56	64	72	100
Five Honors (one in Partner's hand) ...	54	63	72	81	
Five Honors in one hand	60	70	80	90	

SCORED IN HONOR COLUMN

Little Slam, 50; Grand Slam, 100; Rubber, 250. If doubled, 50 points if contract is fulfilled and 50 points for each trick taken over contract. If redoubled, 100 points if contract is fulfilled and 100 for each trick taken over contract. If contract is not fulfilled, opponents score 50 for each trick under contract; if doubled, 100 points; if redoubled, 200 points.

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REVOKE, see page 14.

SPECIMEN SCORE SHEET

OUR SCORE			OPPONENTS' SCORE		
TRICKS	HONORS	TOTAL	TRICKS	HONORS	TOTAL

See New System of Scoring.

THE LAWS

I shall first set forward, as briefly as possible, the laws of the game, always, of course, taking for granted that my readers are Bridge players. The game and the rubber are the same in both cases—thirty points in the trick column, and the best of three games constitutes the rubber. Honors and grand and little slam are scored in the honor column. The difference lies in the scoring of points made against the declarer. These are invariably scored in the honor column and are counted at the end of the rubber. They have no bearing upon the game. Only the tricks won by the *declarer* are scored in the trick column. Every trick below the number the declarer has contracted to make counts 50 points for the opposition, no matter in what suit or call it may be. Thus the failure to make one odd trick in any suit is as expensive as

another, or No Trumps. The penalty is uniform.

To the score of the side winning the rubber is added 250 points in the honor column. The laws as to shuffling, cutting, and dealing are the same; also those applying to exposed cards and cards liable to be called as played in error.

THE REVOKE

There are differences, however, in the penalty for a revoke. When a revoke against the declarer is claimed, his adversaries score 100 points in the honor column in addition to the amount of the undertricks by which the declarer has failed to carry out his contract. In the case of the adversaries revoking, the declarer may add 100 points in the honor column, or he may add three tricks to those he has taken, if, for instance, he should need them to complete his contract. In neither case is the penalty

increased by a double or redouble, nor is the bonus for a double or redouble (see later) to be taken.

When more than one revoke is made during the play of the hand, the penalty for each revoke after the first is 100 points in the honor column. The revoking side cannot score except for honors in trumps.

IMPORTANT CHANGES MADE IN 1915

In 1915 a number of important changes have gone into effect, with the idea of making the game as uniform among the players all over the country as possible, and a committee appointed by the Whist Club of New York tried to ascertain the wishes of the majority, with the result that some three thousand ballots were taken and carefully tabulated and the following changes decided upon, viz.:

SPADE VALUE

The dual value of the Spade has been eliminated and the Spade bid has one and only one value; namely, *nine* (9).

CUTTING

In cutting, the Spade now becomes the lowest instead of the highest card.

INCREASE OF SLAM VALUES

Grand Slam counts 100 points, and Little Slam, 50 points.

BIDDING

The order in value of declarations from the lowest up is Clubs, Diamonds, Hearts, Spades, and No Trumps. To overcall a declaration a player must bid either (1) an equal number of tricks of a more valuable declaration, or (2) a greater number of tricks.

WINNING THE RUBBER

The side winning the greatest number of points wins the rubber regardless which side scores the 250 points bonus for winning the two games out of three.

*CARDS NOT TO BE EXAMINED
DURING DEAL*

A player may not lift from the table and look at any of his cards during the deal. The penalty for the violation of this law is 25 points in the honor score of the adversaries for each card examined.

PENALTY FOR BIDS OUT OF TURN

If a player make a declaration (except passing) out of turn either adversary may (1) demand a new deal; (2) may treat such declaration as void; (3) may allow the declaration to stand. In the last case the bidding may continue as though the

bidding had been in turn. A pass out of turn or a bid declared void does not effect the order of bidding; that is, it is still the turn of the player to the left of the Declarer to continue to bid. The player who has bid out of turn may re-enter the bidding when his turn comes again *without penalty*. But when he has passed out of turn may only re-enter the bidding in case the declaration he has passed be overbid or doubled.

If a declaration out of turn be made and the proper Declarer then bid, he, the proper Declarer, indicates that the bid out of turn be treated as null and void.

These changes in the rules of "bidding out of turn" gives the proper Declarer the right which he undoubtedly should have of bidding in his own turn, and he does not suffer in consequence of another's mistake.

DUMMY'S RIGHT REGARDING REVOKE

Heretofore the dummy by leaving the table has suffered by his partner, the final Declarer, revoking. He is now protected by his asking his adversaries when leaving the table that the "courtesies due an absentee be recognized." Should the Dummy make this request, his opponents cannot claim a revoke made by the Declarer during his absence unless the Declarer has denied the question made by the adversaries which the Dummy would have made had he been present, such as, "No Diamonds, partner?"

CHANGING A DECLARATION

A pass or a double once made may not be changed. No declaration may be changed after the next player acts. A declaration, however, may be changed *before the action of the next player* in two and only two instances, namely:

- (1) To correct an insufficient bid.
- (2) To correct the denomination but not the size of a bid in which a suit or a No Trump has been called which the Declarer did not intend to name.

THE DECLARATIONS

Before coming to the all-important question of the declaration, wherein lies the whole art of Auction as distinguished from ordinary Bridge, it may be as well to set forth the progressive calls as they take precedence over each other, always bearing in mind the fact that a declaration to take a greater number of tricks takes precedence over a previous declaration regardless of the point value, for example, 3 Clubs = 18 takes the declaration away from 2 No Trumps = 20, and 4 Clubs = 24 takes the declaration away from 3 Spades = 27, etc. This is one of the new rules made by a vote of a majority of the best Auction players of the country, and was

made not only to increase the bidding, but also to avoid the thought so frequently expressed aloud by the unthinking players when the point value of the declaration had to be increased by the next declarer of something like this, "Let me see, you bid two No Trumps counting 20. Three Clubs would only count 18 and I would have to bid Four Clubs, so I pass."

To avoid any confusion it may be mentioned that the contract to make the odd trick in any Suit or No Trump means the odd or seven tricks, two tricks bid means two odd or eight tricks, etc.

A book is six tricks.

Eliminating the pass as being purely defensive, the following list of progressive calls may be found useful:

CLUBS

2 Clubs	= 12	beat 1 Diamond	= 7.
2 "	= 12	" 1 Heart	= 8.
2 "	= 12	" 1 Spade	= 9.
2 "	= 12	" 1 No Trump	= 10.
3 "	= 18	" 2 Diamonds	= 14.
3 "	= 18	" 2 Hearts	= 16.
3 "	= 18	" 2 Spades	= 18.
3 "	= 18	" 2 No Trumps	= 20.
4 "	= 24	" 3 Diamonds	= 21.
4 "	= 24	" 3 Hearts	= 24.
4 "	= 24	" 3 Spades	= 27.
4 "	= 24	" 3 No Trumps	= 30.
5 "	= 30	" 4 Diamonds	= 28.
5 "	= 30	" 4 Hearts	= 32.
5 "	= 30	" 4 Spades	= 36.
5 "	= 30	" 4 No Trumps	= 40.
6 "	= 36	" 5 Diamonds	= 35.
6 "	= 36	" 5 Hearts	= 40.
6 "	= 36	" 5 Spades	= 45.
6 "	= 36	" 5 No Trumps	= 50.
7 "	= 42	" 6 Diamonds	= 42.
7 "	= 42	" 6 Hearts	= 48.
7 "	= 42	" 6 Spades	= 54.
7 "	= 42	" 6 No Trumps	= 60.

DIAMONDS

1	Diamond	=	7	beats	1	Club	=	6.
2	Diamonds	=	14	beat	2	Clubs	=	12.
2	"	=	14	"	1	Heart	=	8.
2	"	=	14	"	1	Spade	=	9.
2	"	=	14	"	1	No Trump	=	10.
3	"	=	21	"	3	Clubs	=	18.
3	"	=	21	"	2	Hearts	=	16.
3	"	=	21	"	2	Spades	=	18.
3	"	=	21	"	2	No Trumps	=	20.
4	"	=	28	"	4	Clubs	=	24.
4	"	=	28	"	3	Hearts	=	24.
4	"	=	28	"	3	Spades	=	27.
4	"	=	28	"	3	No Trumps	=	30.
5	"	=	35	"	5	Clubs	=	30.
5	"	=	35	"	4	Hearts	=	32.
5	"	=	35	"	4	Spades	=	36.
5	"	=	35	"	4	No Trumps	=	40.
6	"	=	42	"	6	Clubs	=	36.
6	"	=	42	"	5	Hearts	=	40.
6	"	=	42	"	5	Spades	=	45.
6	"	=	42	"	5	No Trumps	=	50.
7	"	=	49	"	7	Clubs	=	42.
7	"	=	49	"	6	Hearts	=	48.
7	"	=	49	"	6	Spades	=	54.
7	"	=	49	"	6	No Trumps	=	60.

HEARTS

1 Heart	= 8 beats	1 Club	= 6.
1 "	= 8	" 1 Diamond	= 7.
2 Hearts	= 16 beat	2 Clubs	= 12.
2 "	= 16	" 2 Diamonds	= 14.
2 "	= 16	" 1 Spade	= 9.
2 "	= 16	" 1 No Trump	= 10.
3 "	= 24	" 3 Clubs	= 18.
3 "	= 24	" 3 Diamonds	= 21.
3 "	= 24	" 2 Spades	= 18.
3 "	= 24	" 2 No Trumps	= 20.
4 "	= 32	" 4 Clubs	= 24.
4 "	= 32	" 4 Diamonds	= 28.
4 "	= 32	" 3 Spades	= 27.
4 "	= 32	" 3 No Trumps	= 30.
5 "	= 40	" 5 Clubs	= 30.
5 "	= 40	" 5 Diamonds	= 35.
5 "	= 40	" 4 Spades	= 36.
5 "	= 40	" 4 No Trumps	= 40.
6 "	= 48	" 6 Clubs	= 36.
6 "	= 48	" 6 Diamonds	= 42.
6 "	= 48	" 5 Spades	= 45.
6 "	= 48	" 5 No Trumps	= 50.
7 "	= 56	" 7 Clubs	= 42.
7 "	= 56	" 7 Diamonds	= 49.
7 "	= 56	" 6 Spades	= 54.
7 "	= 56	" 6 No Trumps	= 60.

SPADES

1 Spade	=	9 beats	1 Club	=	6.
1 "	=	9 "	1 Diamond	=	7.
1 "	=	9 "	1 Heart	=	8.
2 Spades	=	18 beat	2 Clubs	=	12.
2 "	=	18 "	2 Diamonds	=	14.
2 "	=	18 "	2 Hearts	=	16.
2 "	=	18 "	1 No Trump	=	10.
3 "	=	27 "	3 Clubs	=	18.
3 "	=	27 "	3 Diamonds	=	21.
3 "	=	27 "	3 Hearts	=	24.
3 "	=	27 "	2 No Trumps	=	20.
4 "	=	36 "	4 Clubs	=	24.
4 "	=	36 "	4 Diamonds	=	28.
4 "	=	36 "	4 Hearts	=	32.
4 "	=	36 "	3 No Trumps	=	30.
5 "	=	45 "	5 Clubs	=	30.
5 "	=	45 "	5 Diamonds	=	35.
5 "	=	45 "	5 Hearts	=	40.
5 "	=	45 "	4 No Trumps	=	40.
6 "	=	54 "	6 Clubs	=	36.
6 "	=	54 "	6 Diamonds	=	42.
6 "	=	54 "	6 Hearts	=	48.
6 "	=	54 "	5 No Trumps	=	50.
7 "	=	63 "	7 Clubs	=	42.
7 "	=	63 "	7 Diamonds	=	49.
7 "	=	63 "	7 Hearts	=	56.
7 "	=	63 "	6 No Trumps	=	60.

NO TRUMP

A bid of One No Trump beats the bid of One of any suit; Two No Trump beats the bid of Two of any suit, etc.

The deal in Auction does not carry with it the advantage of the deal at Bridge. The dealer has to make a compulsory call; he cannot leave the obligation to his partner. Neither is the play of the two hands assured to him as in ordinary Bridge. Either of his adversaries or his partner may become the declarer by calling above him. It is true that he has the right of the final call after everyone else has been satisfied, but, as we shall see, the odds against his being able to avail himself of this privilege are such as to render it only an occasional benefit.

Having to start the running, however, his policy, for reasons given later, should be aggressive, if possible. Where the hands are about evenly divided in strength,

the advantage to the side playing the hand is about one trick. Therefore it is permissible to make a No Trump considerably lighter than would be safe at Bridge. Failing the nucleus of a No Trump, the dealer should name his strong suit—if it has the higher honors. By bidding a suit of this nature his partner knows what he can count on, if he has a fair hand himself, and it frequently happens that third hand has a good No Trump make if he knows that his weak suit is protected in his partner's hand. Moreover, if the dealer's named suit is especially strong, he can overbid his partner's No Trump at slight cost, if it should seem advisable.

Without a possible No Trump, or a really strong suit, the dealer should pass. This does not necessarily correspond to the Yarborough original make at Bridge. It merely says to the partner, "I cannot make it No Trump, and have no especially strong suit—my strength, if any, is scattered."

So, with "I pass" from dealer, second player can bid or pass, etc. A double reopens the bidding (see later). For instance, if, say, a call of "Two Hearts," has been doubled, the declarer of that contract can amend it to "Two Spades" or "Two No Trumps," and so on. And this he can do, if expedient, without any fear of increasing the penalty for failure, for the loss is the same in both instances—50 points for every trick under the contract and scored in the honor column. Failure does not affect the game, and therefore he may take wider liberties in this direction than at ordinary Bridge. We will give an illustration.

Let us suppose that one of the players has been forced to call "Two Hearts" on doubtful strength. The declaration is doubled and he stands to lose 100 points for every trick below the number he has undertaken to make. Whereas if he raises his call to "Two No Trumps," and it is

not doubled, he at least halves his loss per trick.

Occasionally "I pass" is a useful call when dealer has a certain No Trump hand, with strength in all four suits. If "One No Trump" or "Two Hearts" has been called over him, he is in a safe position to call "Two No Trumps," and in the possible case of being doubled, can then redouble, by this means perhaps forcing the opposition to call beyond their strength, as explained above, when the dealer in turn can double with every chance of defeating the declaration. For it must be understood that the winning of the game is not the only object of Auction Bridge. The heavy scoring is done in the honor column by defeating one's adversaries.

With moderate strength in three or more suits, however, an initial call of "One No Trump" can be recommended. The dealer is not likely to be left to make it or to be doubled, and so he at once

forces up the bidding to "Two Clubs" at least, and gives his partner some idea of the kind of hand he holds. Thus, if the latter has strength in one of the red suits or "Spades," he can contract to make two in it, so going a step higher.

The dealer should never make an initial suit declaration without pronounced strength in it and the possession of the head cards. Aces and Kings are of far greater importance than in ordinary Bridge. At all times the first declarer should be careful not to deceive his partner. If he possesses, however, overwhelming strength in one of the suits and nothing else, it will be better for him to commence with a call of two tricks in it. It can do no harm and will be at least a guide to his partner.

From these remarks it will be seen that far more strategy goes to the making of an original declaration in Auction than in ordinary Bridge. The dealer does not necessarily set out to secure the play of

the two hands or to win the game. Failure may be so much more expensive than the advantage of fulfilling a contract that his policy is rather to foster the sporting instincts of his adversaries than to take risks himself. "Bluff" enters considerably into the essence of the game, but it may prove expensive when carried too far with players who can draw sound deductions. On the other hand, it is often advisable to incur certain small losses in the honor column in order to keep the game open, with the hope of retrieving it in subsequent deals. The loss of the dealer's advantage makes this possible at any time.

Let us proceed on the supposition that the dealer has made "One No Trump."

Now second hand is in some difficulty. He has gained no certain knowledge regarding the nature of dealer's cards and none whatever about his partner's. If he makes a rash call, he may be promptly doubled, and then he or his partner may be

constrained to declare higher in order to get out of a dangerous situation. If, however, he possesses good strength in one of the suits and high cards in the other suits, what, in fact, would be otherwise a moderate No Trumper, then a two-odd trick call in it is advisable. Although, if he bids two of a suit and is short of a suit of higher declaration, for example, he bids "Two Clubs" or "Diamonds" and is short of "Hearts" or "Spades," he reopens the bidding for the dealer's partner or the dealer. This may result in game, whereas, if he lets the one "No Trump" stand, with his strength he would probably save the game and might defeat the declaration. The bidding will have reached an interesting stage.

Failing such strength, second hand should leave things to his partner, who, possessing unusual strength, may prefer to leave the dealer in with a "One No Trump" call on the tolerable certainty of being able

to beat it. To double this call would be a tactical error, as one of the other side would probably take refuge in two of a suit. If this is the object of the opposition, then the first double would be justified. The whole strategy of the game is to entice the other side into a risky declaration and then *to defeat it*. The higher the stage of bidding reached, the greater becomes the value of top cards in any of the suits. Say, for instance, one of the players has been driven to "Three Hearts." He has undertaken to make nine tricks. The adversaries have only to secure five and the declaration fails.

In supporting a partner's call, it is essential to grasp his motive for making it. Is it a voluntary one from strength or a compulsory one to evade a tight corner? Let me give an illustration: "I pass" has come from dealer. Second hand declares "One Heart." His only reason for doing so can be genuine strength in hearts. Hence if

third hand tops it with "One No Trump," fourth hand, holding, say, one trick in hearts and two other tricks, or good general strength, may with safety say "Two Hearts."

Information afforded by the different declarations is most valuable and should be treasured up. It is as essential to note what has not been called as what has been called. And it is in this connection that the importance of following the score comes in. For instance, if your opponents, with their score at 16 or 18 in the rubber game, passed your partner's "One No Trump" declaration, the inference would be that they were weak in one of the other suits that would take them out with a two-trick call. One of them would certainly have overcalled if he saw any chance of victory. Again, suppose that the bidding had been raised to "Three Clubs" by one of the adversaries, and, instead of doubling, your partner branches into "Three No Trumps,"

is it not safe to infer that "Clubs" is his weak spot? The instances may be multiplied, and will suggest themselves to the intelligent player. More direct information can, of course, be drawn from what has been called. Say your partner has gone "Two Diamonds"; possessing nothing in that suit yourself, but strength in the other suits, you are at once encouraged to raise the declaration to "Two No Trumps." If such a call came from the other side, the information would, in the same way, suggest caution.

On the subject of raising your partner's call, there is one point to be noted. It is the original caller of the suit that plays the hand. Thus, if your partner should say, "One Heart," and is overcalled by "One No Trump," if you are able to support him by "Two Hearts," which is passed, you become dummy, although your declaration is higher.

DOUBLING

Doubling in Auction differs in several respects from ordinary Bridge. In both cases only the score is affected. But in Auction the bidding is reopened by a double or redouble, and a doubled "Two Diamonds" would give place to the higher call of "Two Hearts." A call can only be doubled or redoubled once. A player may redouble a double of his partner's declaration, but he may not double it. If the final declarer's contract has been doubled, and he shall succeed in carrying it out, he is entitled to add a bonus of 50 points to his honor score, and a further 50 points for every trick he shall make above the stipulated number. The value of the trick is also doubled and redoubled. Again, if the declarer or his partner redouble their opponent's double, they are entitled to 100 points in the honor column for making their contract and 100 points for each additional trick.

When the opposing side has doubled and defeated a call they score 100 points in the honor column for every trick under the number which the declarer has undertaken to make, *i. e.*, suppose the call has been "Two No Trumps doubled" and the player only makes five tricks, his adversaries score 300 points. In the case of a redouble they receive 200 points for every undertrick. But the adversaries of a defeated call do not score in trick column.

Doubling plays such an essential part in Auction Bridge that I will add a few general remarks under this heading before passing to the general play of the game. For one thing, it is the most potent factor in forcing the opposing hands to call above their capacity. The loss in the honor column on a doubled contract when defeated is so heavy that most players will be tempted to bluff, in order to avoid it. As the liability is not increased by losing in a higher declaration, this policy is more often

than not justifiable. Thus a player, having called two of a suit and been doubled, may find it expedient to rise to "Two No Trumps," especially if he knows his partner has strength in one of the other suits. On the other hand, if he is again doubled, he is in no worse position as regards his losses.

The loophole afforded by the right to call again makes it advisable not to double too soon, as it gives your opponent an opportunity of taking himself out with a higher declaration that you cannot defeat. The proper course, as I have said before, is to try to force the declaration higher by calling something else, for to double a one-trick make on trumps alone, without outside strength, is an error in the majority of cases.

The more favorable position for doubling is when you are on the right of the declarer, as, sitting over his partner, you deprive the latter of the chance of changing his suit.

Of course, if you wish the suit changed, the reverse policy holds good. The state of the game must always be a consideration in doubling. In addition to piling up your score in the honor column, your object is to keep the game open, and so to double "Two Hearts," "Two Spades," or "Two No Trumps" at love all in the rubber game is not so justifiable as when the adversaries' score is well advanced. If they just fulfil their contract they go out on the doubled call, whereas, if left alone, they would fall short of the game. If, however, the making of the contract will take them out any way, the loss is not so significant, unless (and this point must be borne in mind) you lay yourself open to a redouble, in which case your position is a very bad one, unless you can then take yourself out by making a still higher declaration without the danger of losing too much if your opponents in turn double you. One must always bear in mind the fact that your op-

ponents are trying to do the same thing that you are, namely: To make the rubber as large as possible by adding to the honor score. The higher the call, the better the chance of defeating it.

Finally, it cannot be impressed too clearly upon the beginner that a confident and premature double nearly always defeats its object. The opponents take fright and turn to something else. With the certainty of defeating a declaration it is better to simply pass it and be satisfied with the 50 points per undertrick. To double a weak call holding invincible strength in it is a blunder. Only when the strength of a hand would justify a double of a higher call in another suit, or in a "No Trumper," should it be attempted.

I shall now take each of the four hands separately, and, for the sake of emphasis, elaborate the advice already given.

THE DEALER

In the early stages of Auction the position of the dealer was considered a disadvantage. He was forced to make some declaration, no matter what cards he held. And this situation undoubtedly had its drawbacks until the establishment of the rule allowing the dealer to pass.

It has now been generally admitted that, on an even score, the bidding is a rush for the first "No Trump" declaration. As the dealer has the first opportunity to gain this advantage, his position is now accepted as the most desirable. The dealer should declare one No Trump on a very much lighter hand than would warrant that declaration at Bridge, for several reasons: (1) The adversaries can never score toward their game if he plays the hand. (2) It costs no more to go down in this, the most valuable declaration, than in, say, one club. (3) It forces a two-trick bid from

the adversaries. He can then either pass and try to defeat their bid, or, aided by the valuable information given by the bid, increase his own make. (4) One No Trump is seldom doubled—the solid suit which must inevitably defeat it must be called, which, of course, affords an opportunity for escape. If the adverse declaration is Clubs or Diamonds, there is the strong possibility that the third hand will take a weak make out with two of a suit, and even if he does not, only 50 a trick is lost, because second in hand, with a long suit, cannot double for fear of warning the maker off into a two-suit declaration. (5) His partner can always shift the make to two of suit if it seems advisable.

Therefore, the dealer, without the nucleus of a No Trump, should declare one in suit in which he holds, say, Ace, King, or King, Queen, and others, as an indication to his partner that third hand need not fear that suit in the play of his own "No Trump."

Failing a strong suit, however—and by this is meant a suit holding the higher honors—the dealer should pass. By “passing” the dealer tries to give his partner the fullest information possible as to his hand, but it does not necessarily indicate by any means that he has a “Yarborough” (no card higher than a nine spot). He may have an Ace, King, and one or two other high cards of different suits, but not quite enough strength to make a suit declaration or a No Trump, and by “passing” he says to his partner, “My hand is not strong enough to make a declaration, and the strength in it, if any, is scattered.”

Of course, he may have a long suit headed by a weak honor which, from the information he receives by the bidding, he may declare later.

A suit should never be named on the first bid, however, which contains no

higher honor than the Queen, no matter what its length.

As we have seen, a No Trump declaration can be made on a more slender foundation than in ordinary Bridge, so that if he holds moderate cards in three suits, "One No Trump" offers little risk and is not likely to be doubled. It forces the opposition, moreover, up to a minimum of "Two Clubs"; and if third hand possesses strength in only the suit that is named, he may then support the dealer with "Two No Trumps."

The "Two Club" contract comes round in turn to the dealer; the inference now is that his partner has no pronounced strength of any kind. Let us consider the kind of hand he himself is holding: Clubs, Queen and two small ones; Hearts, Ace, King, and two others; Diamonds, Queen, ten, and another; Spades, King and two others. Hands of this kind can be multiplied according to the ingenuity of the reader, but

it may be taken as typical of a weak No Trumper. To undertake to make two tricks in Hearts or No Trumps on it is no light matter. The dealer should, therefore, be guided by the score. If it is "Love all," he should be advised to pass, but if the adversaries are in a position to win the game, and maybe the rubber, by fulfilling their contract, then a little bluff is permissible. "Two No Trumps" should be his next call. It will impress the opposition and will make them cautious about doubling. The probability is that the dealer will be left with the call, and may find little or no support from Dummy, but he will at least have kept the game open.

An "Auction" player should trust to his luck to a certain extent, but not to the exclusion of his judgment or common sense.

But, holding such a hand as the above, a first call of "One No Trump" has much to recommend it, as at once forcing the adversaries' declaration up to a point be-

fore either of them has been able to make any disclosures to the other.

Occasionally, having a cast-iron No Trumper, you should "lie low," and use it for forcing the other side into a rash undertaking which can be doubled. Having a strong trump, some sound players advocate beginning at once with it, on the ground that it is a guide to third player. When your strength in two suits is equal—say you have five of each and nothing else—it is better to call the lower of the two, *i. e.*, Diamonds in preference to Hearts. If you are doubled in Diamonds, you have a way of escape through the Hearts without increasing your contract.

The original bid of "Three Clubs" or "Three Diamonds" is very valuable, as it gives the information to your partner that you are long in one of those suits and have the three top honors (Ace, King, Queen), and that if he has the other suits stopped, as the lead comes up to him, he can go to

"Three No Trumps," for you tell him that you have probably six tricks in the suit declared. With the above-mentioned hand of six tricks in Clubs or Diamonds headed by the Ace, King, Queen, and a side Ace, it is generally advisable to bid "Two No Trumps," for you probably have seven sure tricks in your hand, and by bidding "Two No Trumps" you intimidate your opponents and prevent their bidding Hearts or Spades to the extent of three.

By bidding "Three Hearts" or "Three Spades" the declarer tells his partner that he wishes to play the hand at one of these declarations and with any assistance from his partner he is, in all probability, strong enough to make game, and should be let alone or helped later, if necessary, in that declaration.

Do not let the fascination of piling up your score in the honor column make you altogether blind to the advantage of the rubber. It is true that there is more to be

made by defeating your opponents than by fulfilling your own contract. Still, there are many occasions when it is more profitable to make the rubber than to leave your adversaries in on the probable chance of their having to present you with 50 or 100 points in honors. Hence, if you are in an easy position to win the rubber, I say go for a moral certainty. It is true that you may have an equal chance in the next deal, but then it is just as likely not to present itself, and you may have sacrificed a substantial score in the trick column in order to secure a third of the amount in honors. On the same principle, it is sometimes cheaper to let the opposition make the rubber on a safe declaration than to hazard a hopeless overcall, which is likely to be doubled. There are players who insist that the game should be kept open at any cost, but the theory, correct enough up to a certain point, can be carried too far.

A first call of "One No Trump" is some-

times expedient with moderate strength, but more as a guide to third hand and to force up adversaries' declaration than with any expectation of being left to make it. For the same reason, he may begin with "Two Clubs" if his sole strength lies in this suit. Dealer should not leave the opposition with a call which will give them game or rubber if he can possibly avoid it, but he must not be too foolhardy in this direction.

We will now consider the policy of dealer's partner.

THIRD HAND

After hearing the bids of the first two players, the bid of the third hand is generally merely an application of his common sense. A pass from the dealer, passed by second in hand, should be a clear warning that the strength is probably divided between himself and the fourth in hand; therefore, without an exceptionally strong

hand, or a state of the score which warrants some rashness, he should be very cautious about making an expensive bid without some means of escape. In this situation second in hand is apt to have more strength than the dealer, and a double may be disastrous.

If the dealer has made "One No Trump," and has been overcalled by a two bid, third hand should not help the No Trump without sure stoppers in his adversaries' make unless he holds remarkable strength outside. It is frequently better, holding a good hand in another suit of higher value, to overbid his opponent in that suit, leaving it to the dealer to decide, after receiving this information, whether it is advisable to carry on his No Trump.

It is a common error of beginners to help the dealer's one-trick bid in a suit, holding four trumps to a low honor and nothing else. This is dangerous. The dealer is entitled to expect *at least* one sure trick in the

dummy, consequently you should hold a minimum of two tricks before increasing the make, and those tricks should be preferably in side cards, as these are essential to fulfilling an eight- or nine-trick contract.

To overcall lightly on a suit is still more indefensible. For instance, third hand, having five small diamonds to the knave and little else of value, calls one of that suit first round. Fourth player rises to "One Heart." Dealer, having no diamonds himself, but three probable tricks in other suits, risks "Two Diamonds." It is doubled and defeated. The dealer was not to blame. He rightly inferred that his partner had the command in the trump suit.

There is no such objection to an overcall of "One No Trump" on the part of third hand. Indeed, it is to be recommended on very light strength. Nevertheless there should be the foundation of a No Trumper. The advantage lies in its persuasive influence upon the opposition. Eight tricks in

one of the suits is the lowest undertaking that has precedence over it. Then, if not overcalled, it is no more expensive to lose than any other declaration, and, moreover, offers the best chance of success on moderate cards.

To the beginner I would say, never hesitate to overcall your partner's declaration. I have seen so many opportunities lost by this mistaken caution. Because the dealer has gone "One No Trump," that is no reason why you should not raise it to two in another suit if you see a probability of making eight tricks. You have at once told him the character of your hand, and if he cannot see his way, with this assistance, to "Two No Trumps," then you have relieved him of a very doubtful contract. Again, one of the adversaries may be lured into a risky call which one of you may be able to double. This last consideration is the most important inducement of all. In the same way, with divided strength, third

hand should call "One No Trump" over partner's suit declaration. Or, if Hearts is his suit, he should call it over a Diamond declaration; but if dealer proceeds with his Diamond contract, third hand should then take it as an indication of confidence, and should not bid over it again. An original call of "Two Clubs" or "Two Diamonds" should mean an invitation to third hand to call "Two No Trumps," with the knowledge that one suit at least is thoroughly protected.

In bidding against the opposition more care will have to be exercised. For instance, dealer has gone "One No Trump" either on first or second round. Second hand has responded with two tricks in one of the other suits, of which third hand holds little or nothing. Even with something in the other suits, he runs a risk in helping his partner with "Two No Trumps." The lead will come from the previous declarer, if he is left with this contract, and it is cer-

tain to be in the suit of which he is short. Dealer may also hold nothing in it, and the contract may be defeated before the lead is secured. If, on the other hand, third player holds good cards in the trump suit called, he has to decide whether it is better to double it or to support the dealer's call. The latter has shown that he possesses fair general strength. With third hand's trumps, there should be a reasonable prospect of the two hands being too much for the two-trick contract in the suit declared.

We may now turn to the policy of those who, until the declarations are completed, may be termed the opposition.

SECOND HAND

We now come to the second hand, or the dealer's first opponent. Supposing that the dealer has passed, the second hand is now in the position the dealer occupied; consequently unless he, the second hand, has a strong bid it is his duty to give his

partner (the fourth hand) as full information as possible and show his strength, if any, always remembering that it is much better to declare a suit though short numerically, if it has the highest honors, rather than one having length and weak high cards.

By the dealer's passing, the second hand may take a slight liberty in calling a "No Trump" without necessarily being quite as strong as he would like, knowing that besides the thirteen cards he holds, most of the strength of the cards out should be divided between the third and fourth hands.

This supposition is a natural one, although in some instances the second hand will find that the dealer has passed a strong hand with the object of getting his opponents into trouble by giving them the impression that, owing to his having passed, he is very weak.

Supposing that the dealer has declared

“One No Trump” and second hand holds sufficient strength in Clubs or Diamonds to warrant his believing two odd tricks; if he holds them in such a case it is strongly advisable for the second hand to refrain from declaring for two sound reasons:

First: By allowing the “One No Trump” of the dealer to stand, the second hand, having the lead, may defeat the declaration or at least prevent his opponent going game.

Second: If the second hand declare his Clubs or Diamonds he paves the way to his opponents declaring Hearts or Spades against them, with disastrous results to himself.

This is a very common mistake made by many players even of mature experience, and should be carefully avoided.

Second hand should, therefore, be guided by the general strength of his own cards in raising a “One No Trump” contract or in leaving it alone. If he himself has good

general cards and a strong suit of Hearts or Spades, it is better for him to declare two tricks in the latter. What he should not do is to double the preceding contract. To do so may frighten his opponents into another suit in which he may not be able to render any help in defeating. And then in calling his hand he has told his partner wherein lies his strength. But if second hand is in doubt, he should leave matters to his partner. The state of the score must, of course, be a consideration. If the dealer can make the rubber game on a one-trick contract, there is a more cogent reason for trying to force him up. The extra loss entailed in the event of his succeeding is not of so much consideration as the chance of being still able to keep the game open. But it must be remembered that dealer is quite as ready to score heavily in the honor column as to win the rubber, and that a double of a light two-trick call in a suit is only too likely to be the result.

Another reason for leaving fourth hand with the onus of forcing the dealer is that in the event of the latter retaining the play of the hands, second hand as leader has learned which suit to lead up to his partner. But with genuine strength himself, he should not hesitate to show it.

I have said little about the play of the hands because, once the declaration is settled, it does not differ materially from ordinary Bridge beyond the fact that more information has been given away before a commencement is made. There is, nevertheless, always the necessity of making the defeat of the call the primary object. Thus, when the contract is to make three or four odd tricks, the policy of the opposition should be to secure every available trick at the earliest opportunity, and not to finesse with a view to winning more tricks than are necessary for the purpose. If these can be made, so much the better, but no great risks should be taken. So in opening,

second hand should make his high cards early, and lead up to any suit in which his partner has shown himself to hold strength. There is no need to lead him a trump if he has doubled a suit declaration, as he is probably relying largely upon strength in other suits.

FOURTH HAND

He is in the most enviable position of all, inasmuch as he has at the start the best opportunity of studying the composition of the other hands. When a high call has been made, it devolves mainly on him to put on the pressure. We have seen that second hand should use some caution in bidding too freely, but his partner may display a more sporting spirit, short, of course, of courting certain disaster. Again, it may often be advisable to make a somewhat slender call in order to inform second hand of the suit he wishes led. Still, the danger of being doubled should always be kept in

view. It is in the initial stages that fourth hand may take some liberty.

The advice as to overcalling one's partner applies equally to fourth hand, and should invariably be done without hesitation. The information thus conveyed is invaluable, and the principle of forcing up the opposition is served at the same time. But in all cases he should be guided by the calls that have been made and use this knowledge with discretion, always watching his opportunity of leaving the opposition in with a risky call.

SUMMARY OF THE BIDDING

It can readily be seen that the position of the dealer and second hand is analogous, namely, that unless they have an aggressive declaration and one which with an average break of cards or luck they can make game, their duty lies in giving their respective partner the most correct information as to their own hand, so that from information so

given the partner may be justified in assuming an attacking or defensive attitude.

SCORING

The score should always be kept on the table in plain view of each player. The old system of scoring, above and below the line, while still used by a great many players and in many clubs, is gradually being done away with, as it is too lengthy and liable to errors in addition, and the following method, showing the net result of each game, is taking its place.

OUR SCORE			OPPONENTS' SCORE		
TRICKS	HONORS	TOTALS	TOTALS	TRICKS	HONORS
16	16			27	18
30	30				100
	50	142	145		
			3		
27	36			20	30
	100	163	331		300
			334	36	45
			171		
14	28		40	24	16
	50				
	100	192	120	60	60
			250		250
			581		
			192		
			389		

SCORE BY RUBBERS

NAMES	6		4		5	
	+	—	+	—	+	—
A	6		6		11	+
B		6		10		
C		6		6		1
D	6		2		2	
E			4			1
F			4			1

THE PENALTY FOR COMMON OFFENSES

New Deal.—If a card is exposed during the deal.

If a declaration is made out of turn.

If a double is made out of turn.

If the cards are misdealt.

If a player holds 14 cards.

Revokes.—By declarer, 100 points in the honor column.

By adversary, 3 tricks or 100 points in the honor column; and subsequent revokes in the same hand by either declarer or adversary, 100 points in honor column.

Dummy cannot revoke.

Exposed Cards.—If a card is exposed during a deal, there must be a new deal.

If a card is exposed after the deal is completed and before bidding is ended, the partner cannot bid or lead the suit of card exposed and the card may be called.

If a card is exposed after the bidding is

completed and before the right person leads, such card may be called, and if third hand exposes the suit, cannot be led.

If declarer exposes a card during play there is no penalty.

If adversary exposes a card during play that card may be called.

If the declarer leads out of turn there is no penalty.

If an adversary leads out of turn the card may be treated as exposed or a lead called.

A player is liable for a revoke if he plays with less than 13 cards or plays 2 cards to a trick.

If a player makes a declaration that is not sufficient he must make that declaration sufficient, and his partner cannot take him out unless the dealer's adversary advances his bid or doubles.

If dummy makes any suggestion as to play, the same may be required or not allowed by adversaries.

If declarer touches a card in dummy,

either adversary may compel him to play same, without consultation.

If an adversary of the declarer call the attention of his partner to a trick, that partner may be required by the declarer to play his highest or lowest card of the suit led to that trick.

THE LAWS OF AUCTION

AS ADOPTED BY

THE WHIST CLUB

TOGETHER WITH THE

ETIQUETTE OF THE GAME

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THE RUBBER

1. A RUBBER continues until one side wins two games. When the first two games decide the rubber, a third is not played.

SCORING

2. Each side has a trick score and a score for all other counts, generally known as the honor score. In the trick score the only entries made are points for tricks won (see Law 3), which count both toward the game and in the total of the rubber.

All other points, including honors, penalties, slam, little slam, and undertricks, are recorded in the honor score, which counts only in the total of the rubber.

3. When the declarer wins the number of tricks bid or more, each above six counts on the trick score: six points when Clubs are trumps, seven when Diamonds are trumps, eight when Hearts are trumps, nine when Spades are trumps, and ten when the declaration is "No Trump."

4. A game consists of thirty points made by tricks alone. Every deal is played out, whether or not during it the game be concluded, and any points made (even if in excess of thirty) are counted.

5. The Ace, King, Queen, Knave, and Ten of the trump suit are the honors; when "No Trump" is declared, the Aces are the honors.

6. Honors are credited to the original holders; they are valued as follows:

WHEN A TRUMP IS DECLARED

3*	honors held between partners equal value of 2 tricks.	
4	" " " " " "	4 "
5	" " " " " "	5 "
4	" in 1 hand	8 "
4	" " 1 " { 5th in partner's hand }	9 "
5	" " 1 " " "	10 "

WHEN NO TRUMP IS DECLARED

3	aces held between partners count 30	
4	" " " " " "	40
4	" " in one hand	100

7. Slam is made when partners take thirteen tricks.† It counts 100 points in the honor score.

8. Little slam is made when partners take twelve tricks.‡ It counts 50 points in the honor score.

* Frequently called "simple honors."

† Law 84 prohibits a revoking side from scoring slam, and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a slam not otherwise obtained.

‡ Law 84 prohibits a revoking side from scoring little slam, and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a little slam not otherwise obtained. When a declarer bids 7 and takes twelve tricks he counts 50 for little slam, although his declaration fails.

9. The value of honors, slam, or little slam is not affected by doubling or redoubling.

10. At the end of a rubber the side that has won two games scores a bonus of 250 points.

The trick, honor, and bonus scores of each side are then added, and the size of the rubber is the difference between the respective totals.

The side having the higher score wins the rubber.

11. When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new deal shall commence) at a specified time, and the rubber is unfinished at that hour, the score is made up as it stands, 125 being added to the score of the winners of a game. A deal if started must be finished.

12. A proved error in the honor score may be corrected at any time before the

score of the rubber has been made up and agreed upon.

13. A proved error in the trick score may be corrected at any time before a declaration has been made in the following game, or, if it occur in the final game of the rubber, before the score has been made up and agreed upon.

CUTTING

14. In cutting, the Ace is the lowest card; between cards of otherwise equal value the Spade is the lowest, the Heart next, the Diamond next, and the Club the highest.

15. Every player must cut from the same pack.

16. Should a player expose more than one card, the highest is his cut.

FORMING TABLES

17. Those first in the room have the prior right to play. Candidates of equal

standing decide their order by cutting; those who cut lowest play first.

18. Six players constitute a complete table.

19. After the table has been formed, the players cut to decide upon partners, the two lower play against the two higher. The lowest is the dealer, who has choice of cards and seats, and, having made his selection, must abide by it.*

20. The right to succeed players as they retire is acquired by announcing the desire to do so, and such announcements, in the order made, entitle candidates to fill vacancies as they occur.

CUTTING OUT

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or players who have played the greatest number of consecutive rubbers

* He may consult his partner before making his decision.

withdraw; when all have played the same number, they cut to decide upon the outgoers; the highest are out.*

RIGHT OF ENTRY

22. At the end of a rubber a candidate is not entitled to enter a table unless he declare his intention before any player cut, either for partners, for a new rubber, or for cutting out.

23. In the formation of new tables candidates who have not played at an existing table have the prior right of entry. Others decide their right to admission by cutting.

24. When one or more players belonging to an existing table aid in making up a new one, which cannot be formed without him or them, he or they shall be the last to cut out.

25. A player belonging to one table who enters another, or announces a desire to do so, forfeits his rights at his original table, unless the new table cannot be formed with-

* See Law 14 as to value of cards in cutting.

out him, in which case he may retain his position at his original table by announcing his intention to return as soon as his place at the new table can be filled.

26. Should a player leave a table during the progress of a rubber, he may, with the consent of the three others, appoint a substitute to play during his absence; but such appointment becomes void upon the conclusion of the rubber, and does not in any way affect the rights of the substitute.

27. If a player break up a table, the others have a prior right of entry elsewhere.

SHUFFLING

28. The pack must not be shuffled below the table nor so the face of any card can be seen.

29. The dealer's partner must collect the cards from the preceding deal and has the right to shuffle first. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last, but

should a card or cards be seen during his shuffling or while giving the pack to be cut, he must reshuffle.

30. After shuffling, the cards, properly collected, must be placed face downward to the left of the next dealer, where they must remain untouched until the end of the current deal.

THE DEAL

31. Players deal in turn; the order of dealing is to the left.

32. Immediately before the deal, the player on the dealer's right cuts, so that each pocket contains at least four cards. If, in or after cutting, and prior to the beginning of the deal, a card be exposed, or if any doubt exist as to the place of the cut, the dealer must reshuffle and the same player must cut again.

33. After the pack has been properly cut, it should not be reshuffled or recut except as provided in Law 32.

34. Should the dealer shuffle after the

cut, his adversaries may also shuffle and the pack must be cut again.

35. The fifty-two cards must be dealt face downward. The deal is completed when the last card is dealt.

36. In the event of a misdeal, the same pack must be dealt again by the same player.

A NEW DEAL

37. There *must* be a new deal:

- (a) If the cards be not dealt, beginning at the dealer's left into four packets one at a time and in regular rotation.
- (b) If, during a deal, or during the play, the pack be proved incorrect.
- (c) If, during a deal, any card be faced in the pack or exposed, on, above, or below the table.
- (d) If more than thirteen cards be dealt to any player.*
- (e) If the last card does not come in its regular order to the dealer.
- (f) If the dealer omit having the pack cut, deal out of turn or with the adversaries' cards, and either adversary call attention to the fact before the end of the deal and before looking at any of his cards.

* This error, whenever discovered, renders a new deal necessary.

38. Should a correction of any offence mentioned in 37 (*f*) not be made in time, or should an adversary who has looked at any of his cards be the first to call attention to the error, the deal stands, and the game proceeds as if the deal had been correct, the player to the left dealing the next. When the deal has been with the wrong cards, the next dealer may take whichever pack he prefers.

39. If, prior to the cut for the following deal, a pack be proved incorrect, the deal is void, but all prior scores stand.*

The pack is not incorrect when a missing card or cards are found in the other pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal.

40. Should three players have their proper number of cards, the fourth, less,

* A correct pack contains exactly fifty-two cards, one of each denomination.

the missing card or cards, if found, belong to him, and he, unless dummy, is answerable for any established revoke or revokes he may have made just as if the missing card or cards had been continuously in his hand. When a card is missing, any player may search the other pack, the quitted tricks, or elsewhere for it.†

If before, during, or at the conclusion of play one player hold more than the proper number of cards, and another less, the deal is void.

41. A player may not cut, shuffle, or deal for his partner if either adversary object.

41a. A player may not lift from the table and look at any of his cards until the end of the deal. The penalty for the violation of this law is 25 points in the adverse honor score for each card so examined.

† The fact that a deal is concluded without any claim of irregularity shall be deemed as conclusive that such card was part of the pack during the deal.

THE DECLARATION

42. The dealer, having examined his hand, must either pass or declare to win at least one odd trick,* either with a specified suit, or at "No Trump."

43. The dealer having declared or passed, each player in turn, beginning on the dealer's left, must pass, make a higher declaration, double the last declaration made by an opponent, or redouble an opponent's double, subject to the provisions of Law 54.

44. When all four players pass their first opportunity to declare, the deal passes to the next player.

45. The order in value of declarations from the lowest up is Clubs, Diamonds, Hearts, Spades, No Trump.

To overcall a declaration, a player must bid either

- (a) An equal number of tricks of a more valuable declaration, or
- (b) A greater number of tricks.

* One trick more than six.

E. g., 3 spades over 3 diamonds; 5 clubs over 4 hearts; 4 diamonds over 3 no trump.

46. A player in his turn may overbid the previous adverse declaration any number of times, and may also overbid his partner, but he cannot overbid his own declaration which has been passed by the three others.

47. The player who makes the final declaration* must play the combined hands, his partner becoming dummy, unless the suit or "No Trump" finally declared was bid by the partner before it was called by the final declarer, in which case the partner, no matter what bids have intervened, must play the combined hands.

48. When the player of the two hands (hereinafter termed "the declarer") wins at least as many tricks as he declared, he scores the full value of the tricks won (see Law 3).†

* A declaration becomes final when it has been passed by three players.

† For amount scored by declarer, if doubled, see Laws 53 and 56.

48a. When the declarer fails to win as many tricks as he declares, neither he nor his adversaries score anything toward the game, but his adversaries score in their honor column 50 points for each undertrick (*i. e.*, each trick short of the number declared). If the declaration be doubled, the adversaries score 100 points; if redoubled, 200 points for each undertrick.

49. If a player make a declaration (other than passing) out of turn, either adversary may demand a new deal, may treat such declaration as void, or may allow such declaration to stand. In the latter case the bidding shall continue as if the declarations had been in turn. A pass out of turn, or a bid declared void does not affect the order of bidding, *i. e.*, it is still the turn of the player to the left of the previous declarer. The player who has bid out of turn may re-enter the bidding in his proper turn without penalty, but if he has passed out of his turn, he may only

do so in case the declaration he has passed be overbid or doubled.

If a declaration out of turn be made and the proper declarer then bid, such bid shall be construed as an election that the declaration out of turn is to be treated as void.

50. If a player make an insufficient declaration, either adversary may demand that it be made sufficient in the declaration named, in which case the partner of the declarer may not further declare unless an adversary subsequently bid or double.

50a. If a player who has been debarred from bidding under Laws 50 or 65, during the period of such prohibition, make any declaration (other than passing), either adversary may decide whether such declaration stand, and neither the offending player nor his partner may further participate in the bidding even if the adversaries double or declare.

50b. A penalty for a declaration out of turn (see Law 49), an insufficient dec-

laration (see Law 50), or a bid when prohibited (see Law 50a) may not be enforced if either adversary pass, double, or declare before the penalty be demanded.*

50c. Laws which give to either adversary the right to enforce a penalty, do not permit unlimited consultation. Either adversary may call attention to the offence and select the penalty, or may say, "Partner, you determine the penalty," or words to that effect. Any other consultation is prohibited,† and if it take place the right to demand any penalty is lost. The first decision made by either adversary is final and cannot be altered.

51. At any time during the declaration a question asked by a player concerning any previous bid must be answered, but, after

* When the penalty for an insufficient declaration is not demanded, the bid over which it was made may be repeated unless some higher bid has intervened.

† The question, "Partner, will you select the penalty, or shall I?" is a form of consultation which is not permitted.

the final declaration has been accepted, if an adversary of the declarer inform his partner regarding any previous declaration, the declarer may call a lead from the adversary whose next turn it is to lead. If the dummy give such information to the declarer, either adversary of the declarer may call a lead when it is the next turn of the declarer to lead from either hand. A player, however, at any time may ask what declaration is being played and the question must be answered.

52. A pass or double once made may not be altered.

No declaration may be altered after the next player acts.

Before action by the next player a no trump or suit declaration may be changed

- (a) To correct the amount of an insufficient bid.
- (b) To correct the denomination but not the size of a bid in which, due to a *lapsus linguæ*, a suit or no trump has been called which the declarer did not intend to name.

No other alteration may be made.

DOUBLING AND REDOUBLING

53. Doubling and redoubling doubles and quadruples the value of each trick over six, but it does not alter the value of a declaration; *e. g.*, a declaration of "Three Clubs" is higher than "Two Spades" doubled or redoubled.

54. Any declaration may be doubled and redoubled once, but not more; a player may not double his partner's declaration, nor redouble his partner's double, but he may redouble a declaration of his partner which has been doubled by an adversary.

The penalty for redoubling more than once is 100 points in the adverse honor score or a new deal; for doubling a partner's declaration, or redoubling a partner's double it is 50 points in the adverse honor score. Either adversary may demand any penalty enforceable under this law.

55. Doubling or redoubling reopens the bidding. When a declaration has been doubled or redoubled, any one of the three succeeding players, including the player whose declaration has been doubled, may, in his proper turn, make a further declaration of higher value.

56. When a player whose declaration has been doubled wins the declared number of tricks, he scores a bonus of 50 points in his honor score, and a further 50 points for each additional trick. When he or his partner has redoubled, he scores 100 points for making the contract and an additional 100 for each extra trick.

57. A double or redouble is a declaration, and a player who doubles or redoubles out of turn is subject to the penalty provided by Law 49.

58. After the final declaration has been accepted, the play begins; the player on the left of the declarer leads.

*DUMMY**

59. As soon as the player on the left of the declarer leads, the declarer's partner places his cards face upward on the table, and the declarer plays the cards from that hand.

60. The partner of the declarer has all the rights of a player (including the right to call attention to a lead from the wrong hand), until his cards are placed face upward on the table.† He then becomes the dummy, and takes no part whatever in the play, except that he has the right:

- (a) To call the declarer's attention to the fact that too many or too few cards have been played to a trick;
- (b) to correct an improper claim of either adversary;
- (c) to call attention to a trick erroneously taken by either side;
- (d) to participate in the discussion of any disputed question of fact after it has arisen between the declarer and either adversary;

* For additional laws affecting dummy, see 51 and 93.

† The penalty is determined by the declarer (see Law 66).

- (e) to correct an erroneous score;
- (f) to consult with and advise the declarer as to which penalty to exact for a revoke;
- (g) to ask the declarer whether he have any of a suit he has renounced.

The dummy, if he have not intentionally looked at any card in the hand of a player, has also the following additional rights:

- (h) To call the attention of the declarer to an established adverse revoke;
- (i) to call the attention of the declarer to a card exposed by an adversary or to an adverse lead out of turn.

61. Should the dummy call attention to any other incident in the play in consequence of which any penalty might have been exacted, the declarer may not exact such penalty. Should the dummy avail himself of rights (h) or (i), after intentionally looking at a card in the hand of a player, the declarer may not exact any penalty for the offence in question.

62. If the dummy, by touching a card or otherwise, suggest the play of one of his

cards, either adversary may require the declarer to play or not to play such card.

62a. If the dummy call to the attention of the declarer that he is about to lead from the wrong hand, either adversary may require that the lead be made from that hand.

63. Dummy is not subject to the revoke penalty; if he revoke and the error be not discovered until the trick be turned and quitted, whether by the rightful winners or not, the revoke may not be corrected.

64. A card from the declarer's hand is not played until actually quitted, but should he name or touch a card in the dummy, such card is played unless he say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which to play.

CARDS EXPOSED BEFORE PLAY

65. After the deal and before the declaration has been finally determined, if any

player lead or expose a card, his partner may not thereafter bid or double during that declaration,* and the card, if it belong to an adversary of the eventual declarer, is subject to call.† When the partner of the offending player is the original leader, the declarer may also prohibit the initial lead of the suit of the exposed card.

66. After the final declaration has been accepted and before the lead, if the partner of the proper leader expose or lead a card, the declarer may treat it as exposed or may call a suit from the proper leader. A card exposed by the leader, after the final declaration and before the lead, is subject to call.

CARDS EXPOSED DURING PLAY

67. After the original lead, all cards exposed by the declarer's adversaries are

* See Law 50a.

† If more than one card be exposed, all may be called,

liable to be called and must be left face upward on the table.

68. The following are exposed cards:

- (1) Two or more cards played simultaneously;
- (2) a card dropped face upward on the table, even though snatched up so quickly that it cannot be named;
- (3) a card so held by a player that his partner sees any portion of its face;
- (4) a card mentioned by either adversary as being held in his or his partner's hand.

69. A card dropped on the floor or elsewhere below the table, or so held that it is seen by an adversary but not by the partner, is not an exposed card.

70. Two or more cards played simultaneously by either of the declarer's adversaries give the declarer the right to call any one of such cards to the current trick and to treat the other card or cards as exposed.

70a. Should an adversary of the declarer expose his last card before his partner play to the twelfth trick, the two cards in his

partner's hand become exposed, must be laid face upward on the table, and are subject to call.

71. If, without waiting for his partner to play, either of the declarer's adversaries play or lead a winning card, as against the declarer and dummy, and continue (without waiting for his partner to play) to lead several such cards, the declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks. The other cards thus improperly played are exposed.

72. If either or both of the declarer's adversaries throw his or their cards face upward on the table, such cards are exposed and liable to be called; but if either adversary retain his hand, he cannot be forced to abandon it. Cards exposed by the declarer are not liable to be called. If the declarer say, "I have the rest," or any words indicating the remaining tricks or any number thereof are his, he may be re-

quired to place his cards face upward on the table. He is not then allowed to call any cards his adversaries may have exposed, nor to take any finesse not previously proved a winner unless he announce it when making his claim.

73. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 80, 86, and 92) fail to play as directed, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of the suit demanded (Laws 66, 76, and 93), or if, when called upon to win or lose a trick, he fail to do so when he can (Laws 71, 80, and 92), or if, when called upon not to play a suit, he fail to play as directed (Laws 65 and 66), he is liable to the penalty for revoke (Law 84) unless such play be corrected before the trick be turned and quitted.

74. A player cannot be compelled to play a card which would oblige him to revoke.

75. The call of an exposed card may be repeated until it be played.

LEADS OUT OF TURN

76. If either adversary of the declarer lead out of turn, the declarer may either treat the card so led as exposed or may call a suit as soon as it is the turn of either adversary to lead. Should they lead simultaneously, the lead from the proper hand stands, and the other card is exposed.

77. If the declarer lead out of turn, either from his own hand or dummy, he incurs no penalty, but he may not rectify the error unless directed to do so by an adversary.* If the second hand play, the lead is accepted.

78. If an adversary of the declarer lead out of turn, and the declarer follow either from his own hand or dummy, the trick

* The rule in Law 50c as to consultations governs the right of adversaries to consult as to whether such direction be given.

stands. If the declarer before playing refuse to accept the lead, the leader may be penalized as provided in Law 76.

79. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR

80. Should the fourth hand, not being dummy or declarer, play before the second, the latter may be required to play his highest or lowest card of the suit led, or to win or lose the trick. In such case, if the second hand be void of the suit led, the declarer in lieu of any other penalty may call upon the second hand to play the highest card of any designated suit. If he name a suit of which the second hand is void, the penalty is paid.*

81. If any one, except dummy, omit playing to a trick, and such error be not

* Should the declarer play third hand before the second hand, the fourth hand may without penalty play before his partner.

corrected until he has played to the next, the adversaries or either of them may claim a new deal; should either decide that the deal stand, the surplus card (at the end of the hand) is considered played to the imperfect trick, but does not constitute a revoke therein.*

82. When anyone, except dummy, plays two or more cards to the same trick and the mistake is not corrected, he is answerable for any consequent revokes he may make. When the error is detected during the play, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card or cards may be examined and such card or cards restored to the original holder.†

* As to the right of adversaries to consult, see Law 50c.

† Either adversary may decide which card shall be considered played to the trick which contains more than four cards.

*THE REVOKE**

83. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke when the trick in which it occurs is turned and quitted by the rightful winners (*i. e.*, the hand removed from the trick after it has been turned face downward on the table), or when either the revoking player or his partner, whether in turn or otherwise, leads or plays to the following trick.

84. The penalty for each established revoke is:

- (a) When the declarer revokes, he cannot score for tricks and his adversaries add 100 points to their score in the honor column, in addition to any penalty which he may have incurred for not making good his declaration.
- (b) When either of the adversaries revokes, the declarer may either add 100 points to his score in the honor column or take three tricks from his opponents and add them

* See Law 73.

to his own.* Such tricks may assist the declarer to make good his declaration, but shall not entitle him to score any bonus in the honor column in case the declaration has been doubled or redoubled, nor to a slam or little slam not otherwise obtained.†

- (c) When, during the play of a deal, more than one revoke is made by the same side, the penalty for each revoke after the first is 100 points.

The value of their honors is the only score that can be made by a revoking side.

85. A player may ask his partner if he have a card of the suit which he has renounced; should the question be asked before the trick be turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative, or unless the revoking

* The dummy may advise the declarer which penalty to exact.

† The value of the three tricks, doubled or redoubled, as the case may be, is counted in the trick score.

player or his partner have led or played to the following trick.

85*a*. Should the dummy leave the table during the play, he may ask his adversaries to protect him from revokes during his absence; such protection is generally called "the courtesies of the table" or "the courtesies due an absentee."

If he make such request the penalty may not be enforced for a revoke made by the declarer during the dummy's absence unless in due season an adversary have asked the declarer whether he have a card of the suit he has renounced.

86. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw his or their cards and substitute others, and the cards so withdrawn are not exposed. If the player in fault be one of the declarer's adversaries, the card played in error is exposed, and the declarer may call it whenever he pleases, or he may require the of-

fender to play his highest or lowest card of the suit to the trick.

86a. If the player in fault be the declarer, either adversary may require him to play the highest or lowest card of the suit in which he has renounced, provided both his adversaries have played to the current trick; but this penalty may not be exacted from the declarer when he is fourth in hand, nor can it be enforced at all from the dummy.

87. At the end of the play the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary and the claim is established if, after it is made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

88. A revoke cannot be claimed after the cards have been cut for the following deal.

89. Should both sides revoke, the only score permitted is for honors. In such case, if one side revoke more than once, the penalty of 100 points for each extra revoke is scored by the other side.

GENERAL LAWS

90. A trick turned and quitted may not be looked at (except under Law 82) until the end of the play. The penalty for the violation of this law is 25 points in the adverse honor score.

91. Any player during the play of a trick or after the four cards are played, and before the trick is turned and quitted, may demand that the cards be placed before their respective players.

92. When an adversary of the declarer, before his partner plays, calls attention to the trick, either by saying it is his, or, without being requested to do so, by naming his card or drawing it toward him, the declarer may require such partner to play his

highest or lowest card of the suit led, or to win or lose the trick.

93. An adversary of the declarer may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, he make any unauthorized reference to any incident of the play, the declarer may call a suit from the adversary whose next turn it is to lead. If the dummy similarly offend, either adversary may call a lead when it is the next turn of the declarer to lead from either hand.

94. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

NEW CARDS

95. Unless a pack be imperfect, no player has the right to call for one new pack. When fresh cards are demanded, two packs must be furnished. When they are pro-

duced during a rubber, the adversaries of the player demanding them have the choice of the new cards. If it be the beginning of a new rubber, the dealer, whether he or one of his adversaries call for the new cards, has the choice. New cards cannot be substituted after the pack has been cut for a new deal.

96. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BYSTANDERS

97. While a bystander, by agreement among the players, may decide any question, he should not say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.

ETIQUETTE OF AUCTION

In the game of Auction slight intimations convey much information. The code succinctly states laws which fix penalties for an offence. To offend against etiquette is far more serious than to offend against a law; for in the latter case the offender is subject to the prescribed penalties; in the former his adversaries are without redress.

1. Declarations should be made in a simple manner, thus: "one heart," "one no trump," "pass," "double"; they should be made orally and not by gesture.

2. Aside from his legitimate declaration, a player should not show by word or gesture the nature of his hand, or his pleasure or displeasure at a play, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An opponent of the declarer should not lead until the preceding trick has been turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A card should not be played with such emphasis as to draw attention to it, nor should a player detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

7. Conversation during the play should be avoided, as it may annoy players at the table or at other tables in the room.

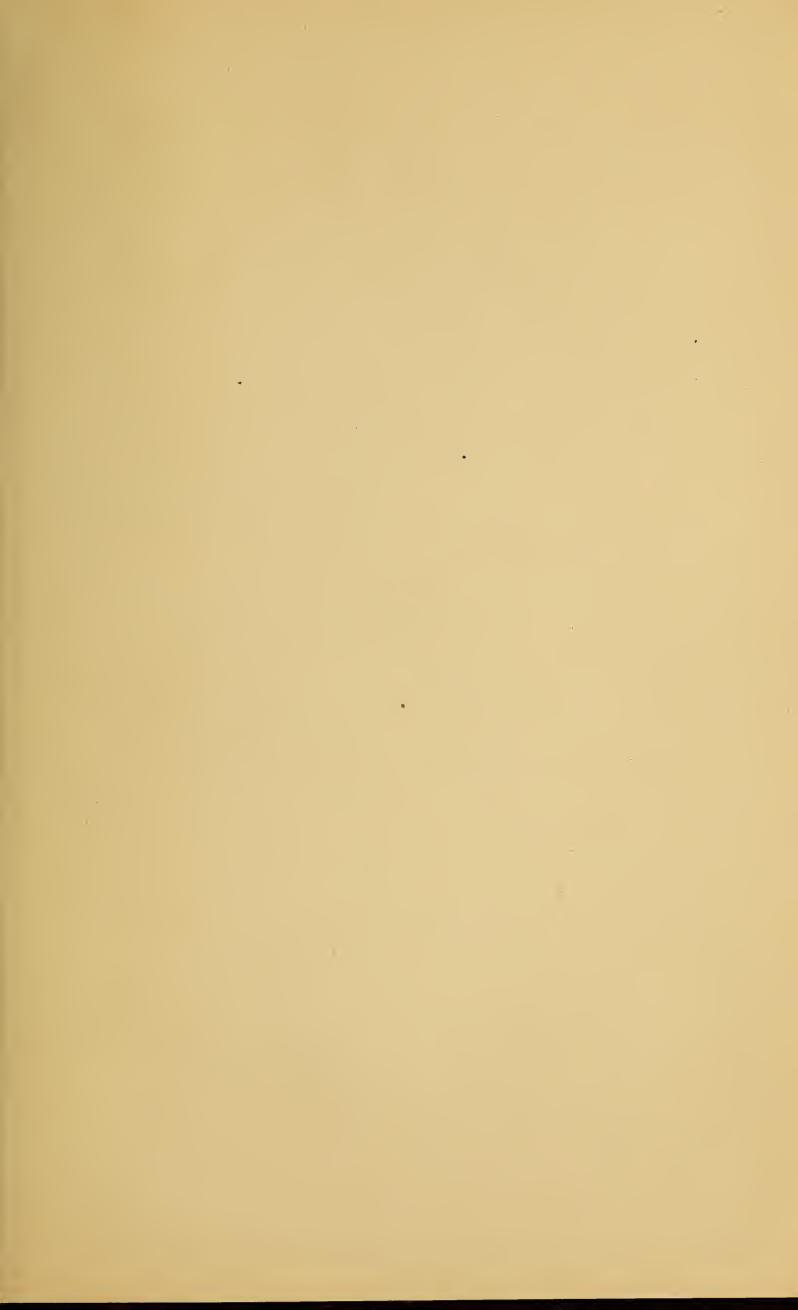
8. The dummy should not leave his seat to watch his partner play. He should not call attention to the score nor to any card or cards that he or the other players hold.

9. If a player say, "I have the rest," or any words indicating that the remaining

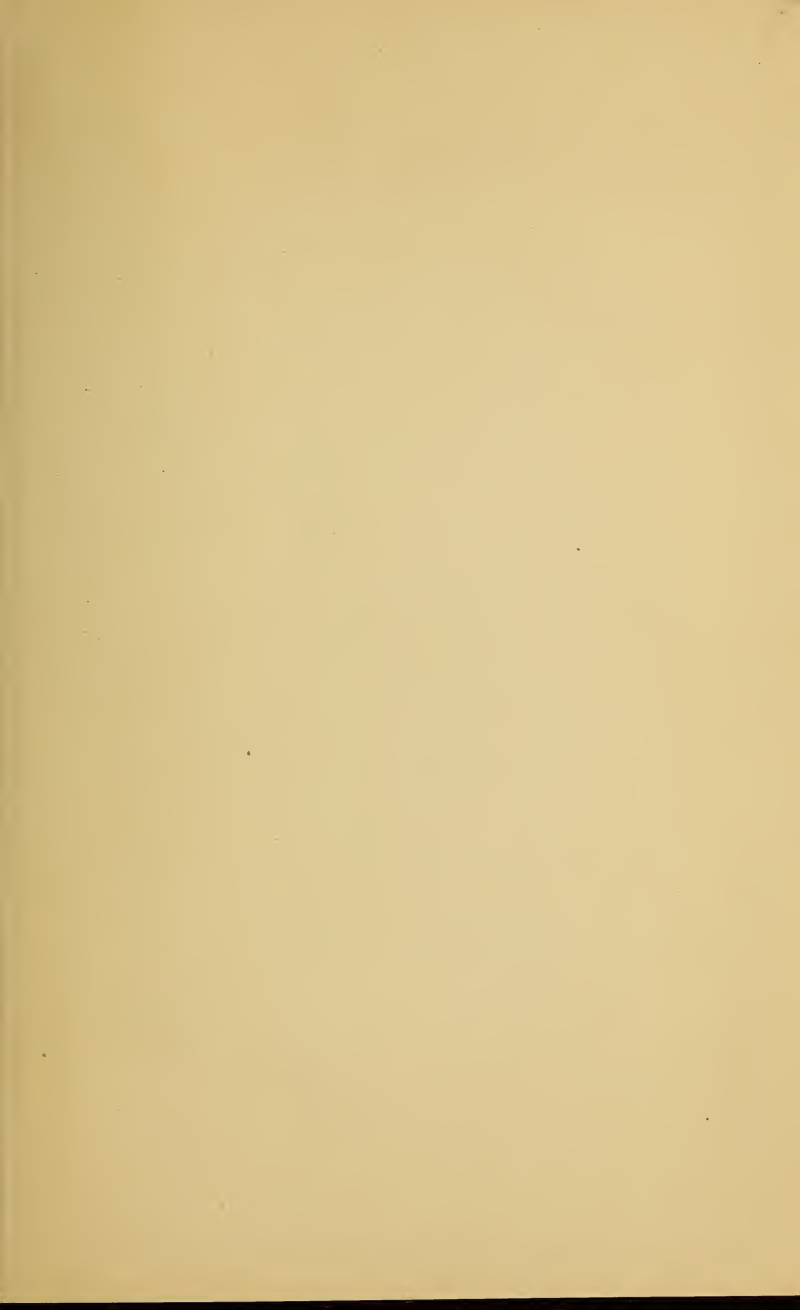
tricks, or any number thereof, are his, and one or both of the other players expose his or their cards, or request him to play out the hand, he should not allow any information so obtained to influence his play.

10. If a player concede, in error, one or more tricks, the concession should stand.

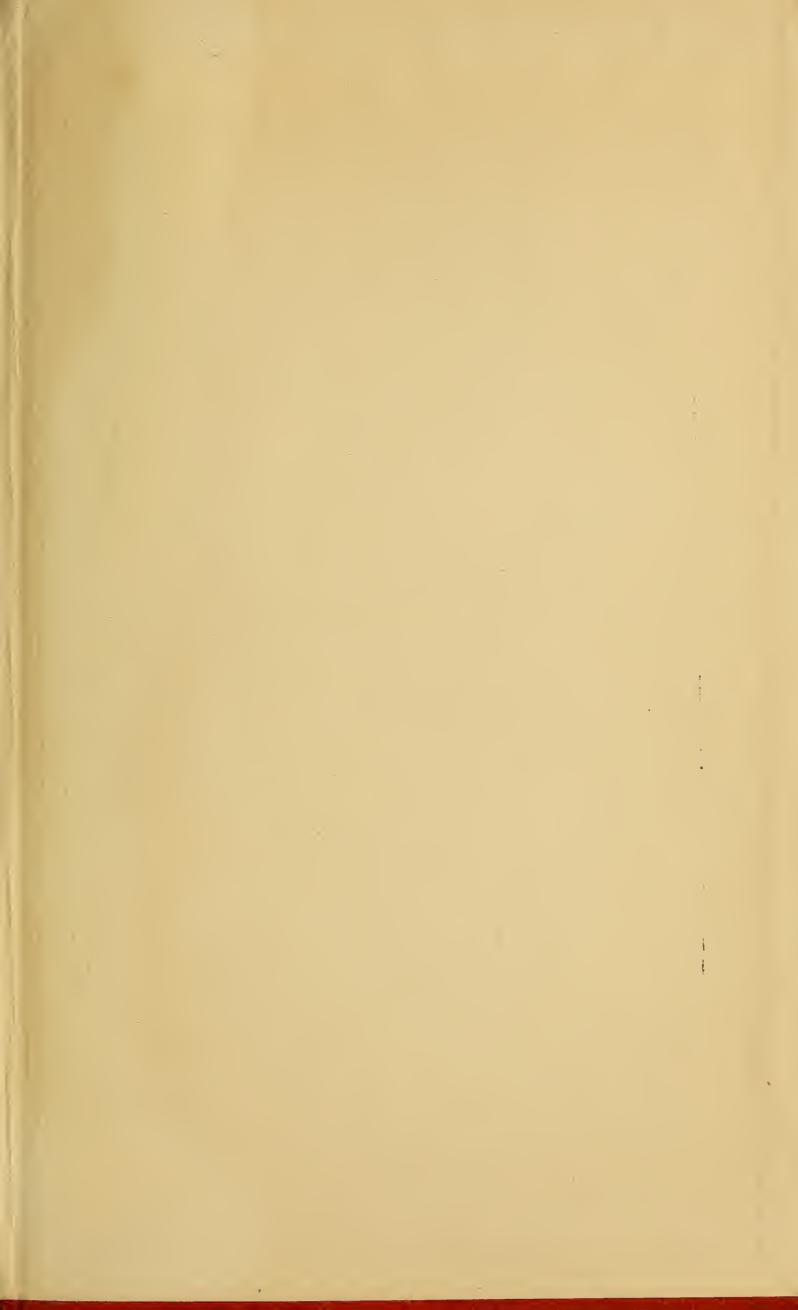
11. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.











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